

ANTHROCON 2024

convention guide



ANTHO
COASTER
2024

Kitt Mouri Books and Commissions



Sweet Shoppe

A slice-of-life series about a young girl named, Sweetheart, the feline owner of a little café called, Sweet Shoppe. Join her and her colorful cast of friends Candy, Tange, Mint, Sugar, and Plum as they serve the cats in the Kingdom of Calico. *Sweet Shoppe: Welcome to the Café* is a coloring book for people of all ages, as well as a brief introduction to the characters in the series. *Sweet Shoppe: Miss Catriona Isles* and *Sweet Shoppe: Legacy of the Royals* are chapter books in the Sweet Shoppe series.

These books chronicle the many adventures of the girls as they explore the world they call home. From drama and chaos, to mystery and romance, Sweet Shoppe has a little something for everyone.



Night & Mhina: Intimate Rendezvous

A steamy anthology about a wolf named, Night, a lioness named, Mhina, and the timeless love they share. Get to know them and their friends on their erotic escapades of pleasure and passion in this collection of short stories that are sure to make you laugh, cry, and maybe even fall in love.

+18



The Carpenter and the Nightingale

When tragedy leaves a young mother a widow, she finds herself struggling to provide for her precious son. With her resources gone and with no way to care for her child, she must sell her home to a stern man who aspires to be a carpenter. A romance novel filled with mystery, danger, and an unexpected love to cherish.



Commissions Available

ANTHROCON 2024 CONVENTION GUIDE

Welcome to Anthrocon 2024! This Guide contains the following information which will be useful to you during the convention:

- Anthrocon Standards of Conduct
- Stories & Artwork
- Staff List
- Dealers' Room Layout and Index
- Westin & DLCC Floor Plans
- Charity Information
- Art Show Hours & Bidding Rules

Artist/Author Credits, in order of appearance:

- Paco Panda
- Wovstah
- Azariah Wolf
- Sketchy Mouse

Done with the guide? You now have a convenient book to collect stickers of your friends and acquaintances! Go ham and make the most of your memories!

*Don't let the fun rides end!
Join SirPizzly on stream and
let's keep this ride going! :3*

 twitch.tv/sirpizzly
 <https://twitter.com/SirPizzly>



STANDARDS OF CONDUCT

This is the Standards of Conduct for Anthrocon, Inc. and all events sponsored by Anthrocon, Inc.; these entities are referred to as 'Anthrocon' henceforth.

The primary purpose of Anthrocon is for our attendees to have fun. To ensure that the greatest number of people do so, we have established these Standards of Conduct. These rules are to ensure that the behavior of any one small group does not disturb the membership as a whole, and does not detract from the comfortable atmosphere of the convention. Anthrocon welcomes all parties with an interest in anthropomorphic animals; however, the convention's management reserves the right to deny or revoke the membership of any individual at any time for any reason.

Anthrocon also reserves the right to amend these rules at any time without prior or posted notice and reserves the sole right of interpretation. These rules must be followed by attendees. In any dispute, the general rule above will apply. If you have any questions, please contact our staff for assistance.

Anyone who accepts a membership agrees to indemnify and hold harmless Anthrocon from any claim for personal injuries or other damages or equity arising out of any individual's activities at Anthrocon, even if such injury or damage is caused by negligence by or on the part of Anthrocon.

As a condition of membership, all Anthrocon attendees are required to abide by these standards of conduct for the entire duration of their stay, even prior to Opening Ceremonies or after Closing Ceremonies.

The Golden Rule

The following rule supersedes all others listed below and may be invoked at any time:

Any action or behavior that causes significant interference with convention operations, excessive discomfort to other attendees, or adversely affects Anthrocon's relationship with its guests, its venues, or the public is strictly forbidden and may result in permanent suspension of membership.

General Rating of the Convention

All convention space is considered to be "PG" at all times, with the exception of events or exhibits that are specifically noted to be inappropriate for minors and with access only for adults.

Public displays of affection should be kept to those appropriate for polite company. Please express your devotion to your significant other either in appropriate ways, or in private.

Clothing Guidelines

Any Personal Protective Equipment (PPE), such as masks, required by venues or other Anthrocon policies must be worn.

Shirts, pants/shorts/skirts, and footwear must be worn when in areas of hotels or the convention center that are accessible to non-attendees, such as lobbies, restaurants, and concourses, except for hotel swimming pools. Full-body fursuits qualify as shirts, pants, and footwear provided that the costume is not unacceptably suggestive. Fursuiters must respect the policies of hotels and other venues regarding areas where costumes are not allowed, which may include restaurants and hotel swimming pools.

When in public areas, attendees may not wear clothing or accessories which are overly revealing, inappropriate to the

atmosphere of the convention, or likely to draw reasonable complaint or offense. This includes clothing or accessories that are fetish-related or restrict mobility, such as a leash attached to an otherwise acceptable collar.

Other than fursuits for which the inclusion of a uniform as a costume accessory is obvious, police uniforms, tactical gear or other outfits which may be easily mistaken for such are only to be worn by law enforcement on active duty.

In certain circumstances, clothing or accessories that might otherwise be considered inappropriate may be included as part of a costume if specific approval is granted by Anthrocon's Safety Team.

Public Decorum

No items of any kind may be thrown, flown, or dropped from hotel or Convention Center balconies or patios.

No water pistols, silly string, or any thrown, flown, or projectile item may be used in any area of hotels or the Convention Center.

Lighter-than-air balloons may not be brought into the Convention Center.

For safety, only handheld glowsticks are permitted in the dances. Glowsticks on strings or on polearms must be cleared with Safety staff before being used. The decision of the Safety staff on any particular item will be final.

Please do not sleep in convention space or hotel lobbies; return to your hotel room or home.

In order to minimize the spread of contagion (commonly known as "con crud"), anyone showing any sign of

illness, regardless of cause, must wear a CDC-approved mask or will otherwise be asked to leave convention space. Anthrocon cannot provide masks for this purpose.

Anthrocon attendees must abide by instructions given by Anthrocon Safety staff. Failure to do so will result in loss of membership privileges. Any disputes or concerns may be addressed onsite at Convention Operations.

Anthrocon convention space is open only to members, and all attendees should wear their membership badges at all times. A badge is valid only for the person to whom it was issued; badges may not be shared under any circumstances.

Knowingly transporting, hosting, or otherwise enabling an individual that is unwelcome at Anthrocon to attend or enter convention space will result in permanent revocation of Anthrocon membership privileges.

Harassment

Harassment of any kind will not be tolerated at the convention. If you have been the target of harassment, we urge you to report the incident immediately to a member of Safety or to Convention Operations. The sooner an issue is reported to us, the more appropriately we can address it.

Harassment includes, but is not limited to:

- (a) Physical assault, battery, stalking, or unwelcome physical attentions.
- (b) Conduct, dress, or speech that targets, threatens, intimidates, or is otherwise intended to cause distress to other attendees, or members of protected classes (such as those based on race, age, religion, national origin, disability, gender, or sexual identity). If people tell you "no" or ask you

to leave them alone, your business with them is done. If you continue to attempt contact with them, you may be removed from the premises and have membership privileges permanently revoked. Remember: "A costume does not imply consent."

Anyone who has been convicted of a crime of violence against another person for which they are required to register with any state or local law enforcement agency may be denied membership to the convention at the sole discretion of Anthrocon, Inc.

Attendance by Minors

Anyone who is under the age of 18 years at any time during the convention must present a signed and notarized parental permission form (or consent assignment form) unless accompanied by a parent or able to produce evidence of legal emancipation. There are no exceptions.

Minors are not permitted under any circumstances to enter areas designated for mature audiences.

Anyone providing false documentation of identity or age will be denied membership and reported to the police.

Service Animal Policy

Pets are not permitted in convention space. Service dogs (*as defined by the Americans with Disabilities Act or ADA, Title II*) are permitted in convention space provided that they are under appropriate control. Emotional Support Animals and Therapy Animals are NOT considered service dogs by the ADA, and are not permitted in convention space.

Hotel Party Policy

Gatherings in hotel rooms must not make noise that can be heard in neighboring rooms during nighttime hours. Hotel doors must be kept shut during such

gatherings and guests are not permitted to congregate in the hotel corridors.

Loud parties will be given a single warning to remain quiet. No second warnings will be given before action is taken by the hotel to remove the offending individuals.

Hotel guests who host any gathering are responsible for cleaning up afterward. Please plan to bag excessive amounts of trash so that housekeeping is not overburdened.

Other Hotel Matters

Any act of vandalism, deliberate or excessive damage to hotel property, or interference with any hotel or Convention Center workers in the performance of their duties will result in permanent revocation of Anthrocon membership, criminal prosecution, fines, or any combination thereof.

Please do not affix any stickers, posters, or other objects to the walls or doors in any hotel or Convention Center, to the elevators, to Anthrocon signage, or to hotel room doors. Any person found in violation of this rule will have their membership permanently revoked and will be barred from the premises.

The person in whose name a room is rented is solely responsible for the conduct of all individuals in the room as well as for the condition of the room. Excessive trash, soiling or other damage to hotel property, or any circumstance that may present a hazard to hotel housekeeping staff may result in permanent loss of Anthrocon membership privileges.

Hotel Housekeeping staff are required by corporate policy to inspect every room once per day, even if the room is not to be serviced. In some of our partner hotels, Housekeepers will delay their rounds for our benefit, and will initially

bypass rooms with "do not disturb" signs on the doors. At the end of their rounds they must return to those rooms and will knock on the door. Attendees must allow housekeeping staff access to the room to inspect it at that time, even if the "do not disturb" sign is displayed.

Overly large requests for room amenities such as towels and pillows will not be honored. Kindly bring such extra items from home if you anticipate the need.

Sales of Goods and Services

The offering for sale of any goods or services at the convention may only occur in appropriate and authorized areas of convention space, only at authorized times, and only by registered, authorized vendors of the area in question. In all cases sales will be governed by the applicable rules of each area, such as the Dealer Rules & Information Packet for the Dealers Room. *Unauthorized sales of any goods or services may result in revocation of membership.*

Smoking, Alcohol, and Substance Abuse

Smoking is not permitted in any area inside the Westin or the Convention Center. This includes electronic cigarettes, at the request of venue management. Smokers are asked to use designated smoking areas, to properly dispose of cigarette butts, and to comply with any other venue rules.

Anthrocon asks that any bottled alcoholic beverages be brought promptly to hotel rooms for storage or responsible consumption. No alcoholic beverages may be brought into nor consumed in convention space unless said beverage has been approved by Convention Center management as part of a programming event.

Anyone knowingly or unknowingly providing alcohol to anyone under the age of 21 may be removed from the convention and be reported to the authorities. It is the sole responsibility of persons serving alcohol in room parties to ensure that every person in attendance is over the age of 21, even if that person is not drinking alcohol. The Pennsylvania Liquor Control Board is extremely serious about this law and we ask our members to respect it.

The sale, distribution, or use of any illegal or controlled substances is not welcome at Anthrocon. Any individual found to be distributing such substances will be removed and reported directly to the authorities. For safety, any obviously intoxicated or impaired attendees will be asked to return to their room or seek medical attention until the effects have passed.

Weapons Policy

No actual weapons or any item that can be easily mistaken for one may be carried either openly or concealed at any time in convention space, regardless of any government permits which you may possess. Exceptions may be made only for duly appointed law enforcement officers by prior arrangement with the Safety Department. Personal pocket knives with single-edged blades less than 4 inches long are permitted.

Realistic weapon replicas are permitted as part of a costume only during costume events such as the Fursuit Parade and must be appropriately peace-bonded; ask the Safety Department for instruction on how to do so. They must be cased or otherwise secured when being carried outside of costume.

Media Relations and Use of Anthrocon Images or Footage

All journalists, media photographers, and any other members of the press are required to display an official Anthrocon Press Badge or be accompanied by a senior Anthrocon staff member at all times while in convention space. Members of the press who have not been issued a Press Badge may not conduct interviews or take photographs, audio or video footage without an escort.

If members of the media are present, attendees must act responsibly. Media representatives who do not have Press Badges and are not escorted by an Anthrocon staff member should be reported to Anthrocon Safety staff or to Convention Operations immediately. *Do not speak to any unbadged and unescorted members of the press!*

Anthrocon members should be aware that audio and/or video recordings are frequently made in convention space and that their likenesses may appear in those recordings. Certain areas of convention space, as well as certain convention personnel, may be fitted with audio and/or video recording devices for the purpose of enhancing the safety and security of our attendees. Individual members agree to assign without compensation the use of their likeness(es) at Anthrocon for the use of promotional material such as highlight videos.

The name "Anthrocon" and the Anthrocon logo are registered service marks of Anthrocon, and must not be used in any fashion that disparages or dilutes that mark. Members agree to remove from circulation or publication any image or recording that in the sole opinion of Anthrocon, Inc. misrepresents or defames its service mark.

Anthrocon receives requests each year for Press/Media Passes from personal bloggers as well as journalistic media. Please note that Anthrocon does not require a press pass for individual bloggers or podcasters so long as they are not attempting to:

A. *Conduct recorded interviews of any type with any Anthrocon attendee or member in Anthrocon space.*

B. *Film documentary footage of Anthrocon spaces, events, or attendees.*

C. *Exhibiting or recording behavior that is in violation of the Anthrocon Standards of Conduct.*

Anthrocon considers recorded interviews of any type performed in Anthrocon spaces to be a form of media representation and requires an approved Anthrocon Press Pass. Please note that if determined necessary, an Anthrocon Press Pass may require an escort and can be revoked at any time. An Anthrocon Press Pass is not a substitute for a membership. Determination as to whether or not a Press Pass is required rests solely with Anthrocon.

Payments and Money Matters

Anthrocon accepts most major credit and debit cards. Chargebacks (denying a charge) that are made for the purpose of avoiding payment to Anthrocon or of avoiding hotel cancellation fees, that are made without sufficient cause, or that are made without first attempting to resolve the dispute with Anthrocon may result in permanent revocation of membership privileges and possible legal action.

Checks that are presented against insufficient funds will be charged a fee of \$30 per check.

Members who have an outstanding balance due to Anthrocon must settle that balance before being permitted to attend the convention.

Please note that Anthrocon is a 501(c)7 nonprofit organization. As such, donations to the organization are not deductible from individual U.S. Federal income taxes.

Anthrocon cannot involve itself in financial disputes between individual members, and cannot divulge information about an individual member to any party other than to banking officials or legal authorities.

Technology Policy

The usage of any technology or device in a way that is malicious in nature will not be tolerated, regardless of the reason - there are no exceptions. Examples of usage defined as "malicious" include, but are not limited to:

Disrupting or interrupting any digital signal or frequency

Stealing, duplicating, or reading/sniffing other signals or frequencies

"Hacking" any digital device, service, or system that belongs to an Anthrocon attendee, the convention, or the venue(s)

Any other action or behavior by a device that causes harmful or disruptive impact to the integrity, availability, or confidentiality of any system.

Any instance of the above, regardless whether or not deemed criminal in nature, will be reported to the appropriate authorities in addition to any consequences determined by Anthrocon, Inc.

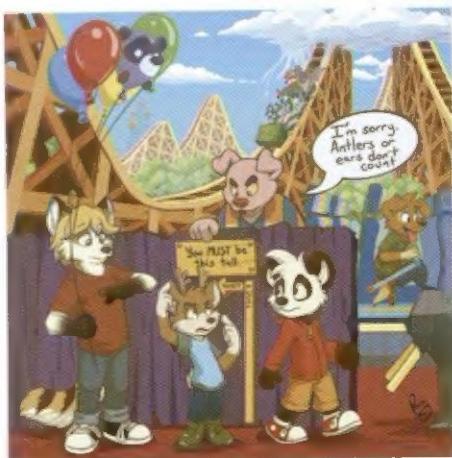
Miscellaneous Notes

The standards of conduct for Anthrocon will be enforced by Anthrocon Safety Staff. Please remember that your membership badge is the property of Anthrocon, and must be presented and/or surrendered to any Staff member requesting it. If you have any problem with any action taken by a Staff member you may take the matter up with

the Safety Head or with Anthrocon's Chairman.

Please be reminded that these rules involve "worst-case" scenarios and are put into place to ensure the safety and comfort of our members. They are also not all-inclusive; in all cases, the singular rule that supersedes all others is: ***"Any action or behavior that causes significant interference with convention operations, excessive discomfort to other attendees, or adversely affects Anthrocon's relationship with its guests, its venue, or the public is strictly forbidden and may result in revocation of membership privileges."***

We anticipate no difficulties, as our members as a whole are rational and responsible people. Anthrocon is prepared to handle difficulties as efficiently as possible should they occur. We thank our members for their past cooperation and for their continued assistance in making this a safe and enjoyable experience for everyone. Please remember to be courteous of those around you, and have fun!



CHARITY INFO

Visit the Gray Paws Charity Table in the Dealers' Room!

Charity Table:

- Gray Paws has a table in the Dealers' Room where they will be accepting donations and have items for sale. They may even have friends for us to meet!
- Raffle & Auction: Alongside the Gray Paws display will be the Raffle and Auction tables, with tickets available for purchase from Gray Paws. Winning tickets will be posted on Sunday.

Gray Paws Sanctuary Celebrates 10 Years of Rescuing Senior Dogs

Gray Paws Sanctuary, located in White Oak, Pennsylvania, has been fulfilling a mission of love for 10 years. By partnering with dog owners, family members, other rescues, humane officers and animal control organizations for a decade, they have saved countless senior dogs from a life of misery or death.

"Some of our stories are heartbreaking." Said the Co-founder, Darla Poole. "When a senior person passes away or goes into assisted living, often time they leave beloved pets behind. Sometimes families, if there is a family, are not able to help with that senior dog. We place the dogs into homes that will love them until the end. There can be a lot of tears and sadness, but also gratitude. Whenever possible we maintain a connection between the original owner and the senior dog."

Take Max, for example. He is the Anthrocon "standee" and mascot of Gray Paws!! Max first came to the



Providing quality "forever" care to abandoned senior dogs

attention of Gray Paws by another rescue. A homeless man needed phenobarbital for his older dog and cold not afford it. The Gray Paws LOYAL program was not only able to provide the needed vetting and medication, but also support Max's dad with other supplies and assistance. Max eventually came to live at Gray Paws Sanctuary permanently. His dad still visits when he is well enough. "Max has been so loved his entire life. Helping Max AND his dad was the right thing to do. Fortunately, we have the LOYAL Program model and funding to help."

The Gray Paws co-founders and board directors are honored and humbled to be named the Anthrocon 2024 Charity. The Annual Anthrocon Convention not only brings millions of dollars to the City of Pittsburgh economy, but it also supports a local charity each year.

"We were surprised when we were contacted in December 2023 by the Anthrocon CEO, Samuel Conway. When asked if we were interested in being their charity this year - it was an immediate YES!!" said Poole. "We couldn't be happier. As the planning progressed, we realized that these are some of the nicest people in the world!"

"The energy is amazing! We googled Anthrocon and watched





Pick up a cute amusement park pin at the Gray Paws Sanctuary table in the Dealers' Room!

Available while supplies last and during Dealers' Room hours ONLY!
Pin by Fursona Pins.

some of the videos posted from prior conventions. We were all in awe of their passion and love for animals. Not only are we going to raise funds for Gray Paws, but we are going to have a lot of fun in the process."

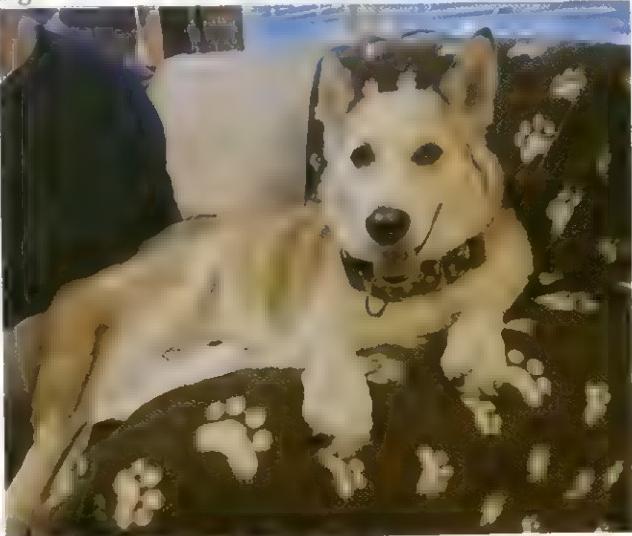
Gray Paws Sanctuary is a non-profit organization dedicated to rescuing senior dogs in the Greater Pittsburgh area. Gray Paws has no paid employees and never charges fees for any service. Gray Paws will provide medical coverage for the seniors, for the duration of their life. "Our organization is a Mission of Love for senior dogs."

Gray Paws has three programs. Home-based Sanctuary - where a group of abandoned senior dogs live with the co-founders for the duration of their life. The Forever Foster Care - Medical Coverage Program - where senior



dogs are rescued and placed with local families, from the greater Pittsburgh area. And Love Your Animal for Life (LOYAL) Program - where people in crisis can obtain financial support to provide adequate care and not surrender or prematurely euthanize their senior dog.

For more information on Gray Paws Sanctuary, visit GrayPaws.org.



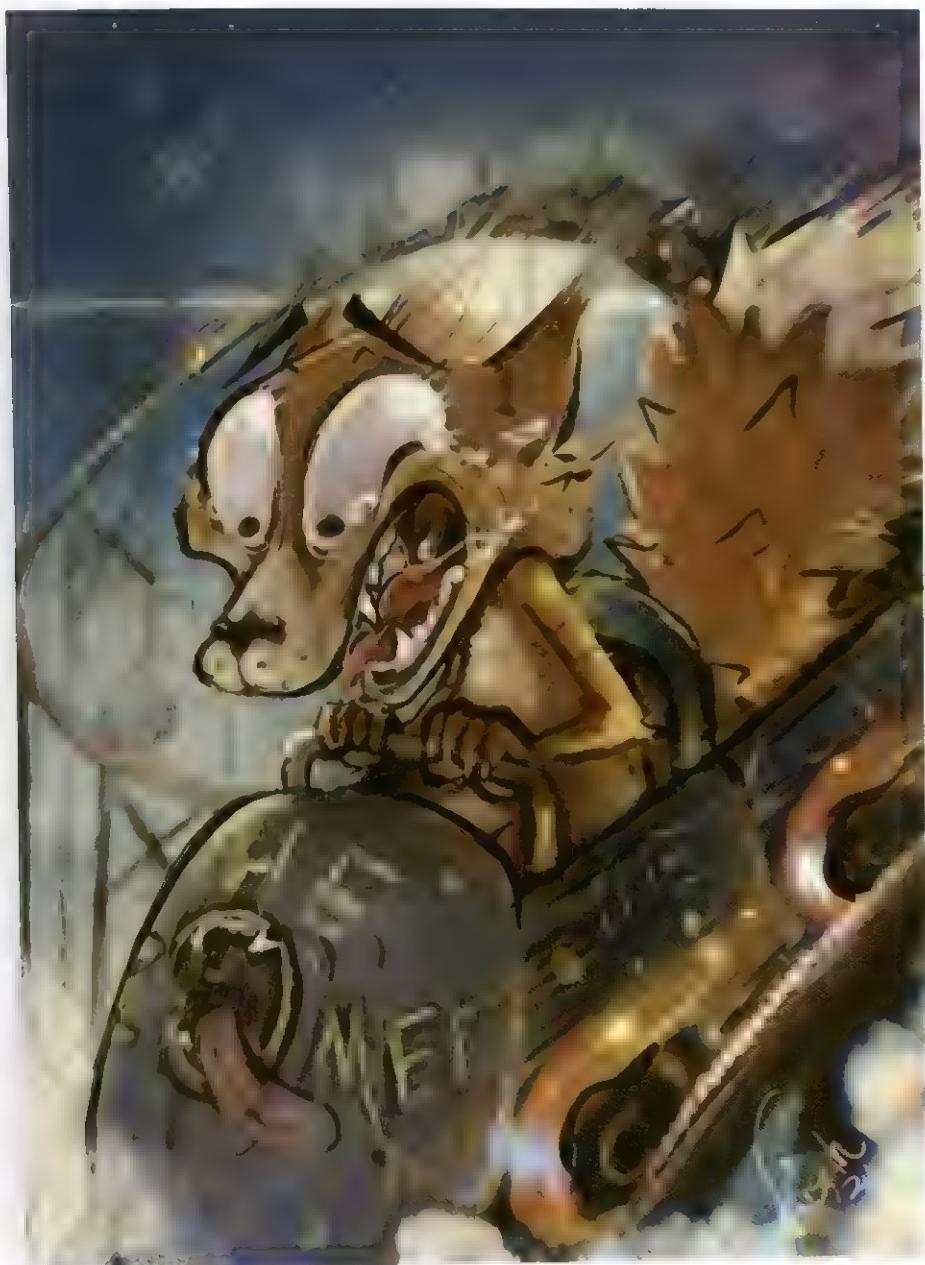
Nex Threads

Fursona Based Clothing

Horizon Fursuits is proud to announce the launch of a new line of custom hoodies in July, 2024. NexThreads is a custom, made to order, hoodie available on Etsy that allows furries to select and commission a Horizon associate artist to create a hoodie design that will be printed and shipped to their address. Our artists carefully analyze all aspects of a customer's fursona to create an expressive adaptation of their character's energy. Each hoodie has four printed designs, each designed with care by our amazing artists. Horizon ensures fair pay for each artist by allowing them to select their own pay structure and tier system while protecting them from the use of AI image generators. Horizon is proud to be actively working with notable content creators in the furry fandom like: @BlizzWolf, @GalaxieCattie, @Avelouafe, @BirdsWings, @StellarTheDutchie, @WildOrionBlack, @BanxitWucki, @LittleAlphaPup (Milo), and many more!



Horizon
Fursuits



THE DRAGON'S COILS

AZARIAH WOLF

Ryan sighed as he looked up at the mountain of twisted steel that stretched into the sky above him. The sounds of happy people passing by helped raise his spirits a little, but he still couldn't shake the nervous butterflies that swirled in his stomach.

"Why did I open my mouth?" he muttered.

"Come on, dad!"

He turned and saw his son and daughter already in line by the ride's entrance. The "Dragon's Coils" rollercoaster had just opened at the beginning of the park's spring season, and Ryan had made the mistake of promising to ride it with his children if they both managed to end the school year with B's or higher. Amy was reliable enough with her work that Ryan had expected her to succeed, but John usually struggled to remain motivated.

Except, apparently, when there was a terrifying roller coaster ride waiting for him at the end of the school year!

Ryan glanced over at where his wife waited in one of the pavilions, but she just grinned and waved at him. She had made it very clear that she was not part of this bet, and so she sat on the sidelines, ready to watch the ride and take as many embarrassing pictures as possible. Ryan shook his head, but he knew that hesitation was just delaying the inevitable. He joined his children in the line, doing his best to put on a brave face.

"All right, let's slay this dragon!" he crowed with exaggerated bravado.

John rolled his eyes, but Amy giggled in response, and Ryan was happy to take his wins where he could get them. Together, the three of them headed through the wooden dragon's

head that led to the loading area.

The wait was a short one, and an attendant was soon going through a quick safety demonstration for them. He confirmed that everyone understood before lowering the safety restraints. Ryan ended up sitting alone in the front row, just in front of his children—something about balancing the weight for safety reasons—but it was all just as well as far as he was concerned. He really didn't want them to hear how loudly he screamed!

"Are you gonna be okay?" Amy asked.

"Yeah, your hands are sweating a lot."

"They are not!" Ryan replied, but his nervous chuckle revealed the truth. Ten and twelve year olds apparently don't appreciate their own mortality, so both of his children had a laugh at his expense.

At last, the ride started moving. Initially, Ryan was happy to find that it wasn't that bad. At least, that is, until he saw the approaching peak of the first hill and realized that the ride had yet to begin!

Ryan screamed as the car crested the hill and began its first freefall! Behind him, he heard a whoop of excitement from his son, and a terrified scream that shifted into an excited giggle from his daughter. His breath was forced from his lungs as the descent ended and the cars rolled to follow an arc along the fence line. His wife was sitting somewhere in the adjoining area, but all of the faces disappeared in a smear of colors as the ride hurtled past.

By the time he reached the first of the loops that gave the ride its name, Ryan was past the worst of his fear. He gave an excited cry as the ride inverted, hanging on tight to the restraints even

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though his own momentum did a fine job of keeping him in place. The ride careened towards the next loop, and he released his death grip enough to raise his arms, enjoying the feeling of the wind whipping by. He might even have it in him to go again-

The curve of the track swept upwards overhead, and Ryan was thrown back as they reached for the apex, bracing himself as he was thrown back into his seat. Then, his eyes widened as he spotted it: ahead, halfway through the loop, the track simply ended!

There could only have been a split second between his realization and his car reaching the vanishing point, but it felt like that moment stretched forever. The sight was impossible: even if the supports had failed there should have been some warning, some shift in the track to foreshadow the impending disaster! Yet there before him, where tracks should have been, instead the gaping expanse of empty blue sky confronted him. Ryan closed his eyes, and waited.

He felt the wheels of his car leave the security of the rail... but then there was nothing. Wind swept across his face, peaceful quiet replacing the shriek of metal and the screams of passengers. He opened his eyes, blinked... then gasped as he saw his hands!

Were they actually hands anymore? Slender, three-toed digits covered in interlocking white scales grasped the air in front of him, curved golden claws complementing the ends of each finger. As he reached one hand up in front of him, he became aware of the protrusion that emerged at the front of his face, blocking part of his vision! Unseen to him, he now possessed an angular muzzle, a facade that was covered by scales in the same color as his altered hands! He would have continued his examination, but a sudden thought

interrupted his inspection.

John and Amy!

Ryan turned back and gawked at the sight that greeted him. Between him and innumerable open fields-stretched out what seemed like miles below him-was a swirling portal, as though a hole had been torn in reality! Beyond it he could still see the winding coils of the rollercoaster, the cars racing along their circuit as their passengers shouted and screamed with glee. None of them seemed to have noticed the danger that now spread out in front of them-none but his children, their eyes wide in disbelief, too shocked to even scream.

The image stood still as though frozen in time, and he realized with shock that he could look back and see himself! His lower body still sat in the seat, but his upper body wound away from his legs, extending into impossibly long, serpentine coils and now coated in iridescent scales rather than clothed in a casual t-shirt! The scales were white in color, though they scattered the light in a kaleidoscope of hues in the dazzling sun. Along the center of his back, a mane of blue fur spread, bearing much the same color as the steel of the tracks, and golden accents tipped each strand, reminding him of his natural blonde hair.

Without warning, the moment suddenly jolted forwards again, and he felt himself flung forward-no, he found himself growing longer! He gasped as he realized that he had entirely passed through the portal, but the roller coaster car had not followed. He turned to look and cried out when he realized that his children had followed him through, but they had begun to fall, tumbling down towards the ground below as the portal vanished behind them! Unthinking, Ryan twisted around and dove after the falling figures, and his entire

elegant, draconic body spiraled down in a purposeful arc, a long tail whipping behind him.

He descended, initially reaching out his hands towards the retreating forms before realizing the terrifying power of his claws. Reconsidering quickly, Ryan dove beyond them and braced himself. He felt them both land on his back, their impact seeming no more than a feather's weight, and he purposefully wrenched himself up and away from the approaching ground.

And in that moment, Ryan realized that he could fly!

His heart pounded heavily as he gathered himself, rising higher just to be sure that the earth was left far below. Only as his thoughts began to clear did he turn to look at his children, and found one more surprise.

On his back, clinging to his mane for dear life, were a pair of small, reptilian figures. They weren't his children... and yet he was certain that they were! The smaller one, looking most like a salamander with her smooth skin and sunset-shaded red and orange coloration, was definitely his daughter. The larger, colored a more practical green and brown and bearing several horns along the ridge of his head, was his son.

"Are you all right?" Ryan asked.

At least that's what he meant to say. What emerged from his muzzle was a rumbling roar that echoed through the sky like a peal of thunder. Despite this, it seemed that the creatures on his back understood, and John replied in an odd, yapping sort of language.

"I'm fine!" he insisted, foreign words ringing clear to Ryan's understanding.

"Dad! You're a dragon?" Amy exclaimed, wide-eyed.

She was right! The realization perfectly matched all the pieces of the

puzzle. His long, sinuous body wound through the sky like a slithering snake, arms and legs now very similar to one another as they tucked close to his body. His face had pressed out into a tapering snout, sharp teeth filling a newly-formed muzzle. A pair of branching antlers crowned his brow with royal finery, and the mane that surrounded his neck wound down along the length of his back, ending in a fine tassel at the end of his tail.

"What do we do now?" Amy asked.

"How do we get home?" John added.

Ryan kept his voice quiet, but he was resolute. No matter what happened, he would take care of his children, and they would find a way back safely.

"I don't know," he admitted. "But we're going to find a way home. Your mom's going to be worried sick."

A new world stretched out around them. Grassy plains spread out in wide swaths, and lush forests stretched beyond that. And, piercing high into the sky beyond them, a single peak of blue stone formed an imposing spire, its tip frosted with snow. What little civilization existed in this world was heralded by a few stray pillars of black smoke along the horizon. Would people even welcome them like this?

"Whatever happens, stick with me," Ryan instructed. "We may have a long way to go."

To be continued...?

ANTHROCON 2024 STAFF

Board of Directors

100% Butts, PhD
Chittebengo
Chris "Sparf" Williams
GenTalon(Sometimes mouse or otter)
Humphrey
KP
Pterecat
Ronnie
Scott "Taly'n" Williams
The Foxish
Tigerwolf
Uncle Kage
Ysera She'nai

Art Show

Amber_folf
Chris "Foxx" Yost
Dave The Grumpicorn
David M Stein, DO
Dryw
Exi
Glelin
Greysie*
Hugmonster
Jakuta
Jim Hayter
John "Joqtmon" Lindgren
Kamau D Lyon
Kit
Kitt Gryphon
Kovrick
Loopy Logic
Lunos Nocturne
Makoto
Marauder
mooncat
Ruah
ShiroTora*
Smrgol

Artist's Alley/Con Store

Carlton "Shy Matsi" Hurdle Jr
Delphi Vinn
Kokuei
Lein

RunningRed
Shadow D Wolf*
Skittles

Audio/Visual

Ampere
Av Husky
C. White
Cody The Husky
Erro
Fizz Otter
Freeze
Gabe the Collie!
hawkbird
Hubble Husky
isotach
IvyPanda
Judah Goat
KalitheBirb
Larscis
NIC
Nieto Skunk
nullreff
Oddy*
ortofox
Paradox
Ratchet Fox
Raven1841
Razorirr
Simon Fox
sparky
TerkWolf
TimeSuppression
Valrejn
Virus
Zylos

Charity

Bossasaur
Flowkitty
Koda Masters
Puzz Dragon
Stormy*

Dealers Room

Ambaaargh

A.I.M.

TABLE
K16 / K17A



A.I.M. (Animal Insurgent Mercenaries) is an Advance Wars / Fire Emblem like military themed turn based combat strategy game featuring animal characters!

Blossom Island is falling to a private military group named C.L.A.W. (Counter Logistics Animal Warfare) led by their feline commander Rose Toge. With each sector of the island being lost to C.L.A.W. it is up to Ela, a mouse Navy Admiral, to stand her ground against the advancing enemy forces. Ela must work with any remaining allied animal soldiers, civilians, and mercenaries to join forces, push back C.L.A.W. and retake blossom island!

Stop by table K16 / K17A and try out this exclusive demo featuring Pearl Aurora! Part time navy officer, part time music idol, and FULL TIME OTTER!

Hear her beautiful voice and music sung by Nikki Simmons, Voice actress and singer for Vs Sayu in No Straight Roads!

See you on the battlefield!



Work in progress game play screenshots.

Follow us!

twitter.com/Animal_Mercs

www.AIMgame.co

© 2024 Salt Free Interactive, A.I.M. Project



Anne Williams (Tyrrlin)

Blithe

CajunFox

Darkclaw

FishyBoner

Kaiju Hyena

Kess*

Neubauje

Phaedra 'Wyldekyttin' Lewis

Robert "Chiaroscuro" Armstrong

Rooth

The Witchiebun

WolfTeller Bard

Digital Services

Doktor

Fionnadhbh

Hyshaji Nighthdragon

Kavaeric

KazeShiba

Lionel Leupold

Luau The Deer

Ransu

Rob 'Aisling' Orwin

taco (@chirpbirb)

Tobee Coyotee

Logistics

Bitatorm

Cryo Cyberwolf*

Nepal Plush

Reese

Sparks Husky

Stolt Coyote

Operations

Decker

Gelly Bonkers

Grandma Kage

InterpreFur Bic

InterpreFur Lauren

Loki

Mercury

Morgain Yarn Tiger

Ms Information

Mutt the Dumb Angel Dragon
obliviousally-

Rakedu

sergalGrima

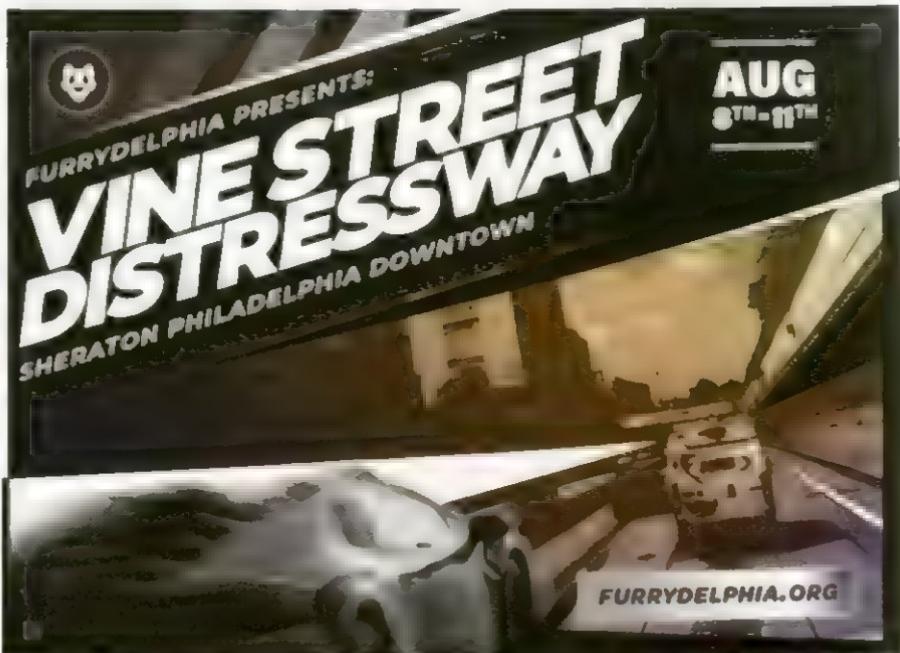
Shane Hyena

ShroomPicker

Sprocket

Susan Steinberger

Yinzwolf



Programming

Arrow
Atemaru Atemal
bangaroo*
Bennie
BGS
Boozy Badger
Corso
Cosmik*
Crux
Darius LeoGator
DBY106698
Deadly Rose
DJ Snowfang
Draggor
GrmRepr
Iggy
Jacky Alexison
Jessika S. Wolff
Karma
Kaze Velara
Kirisis*
Kohaku Katou
Kontra
Milt
Mx. Luca Renée Shoal
Newme

Phillip "Bennie" Pollard
Pup Galen
Quotation Marks
Rhubarb The Bear
Riley
Rook Mutt
Ryuusin Ackaneru
Salem Wolf
Sharky
Sitherie
Spangler
Squeakz
SteelTheWarrior
Sylvia Ice
Tech "Shy" Silver
Teno(akaBasslineTRT)
Theluvlesstoast
Veyote
Yappy Fox
Yve (M. Flanagan)

Public/Media Relations

Buddy Goodboy
Harvest
Osee Koutávi*
SpazzFox



Tiger Knight Comics - www.tigerknight.com

AFC

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ONTARIO
CONVENTION CENTER
Sept. 27-29, 2024
Ontario, California



A Fantasy
Adventure
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United States
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Public Safety

Aisu!*
Aleph
Aman
Ashley "Fiddle the Lemur" Letz
Augie Doodle
Backdraft*
Bandit
Byte
Carbon
Checkers Wolf
Clementine*
Cyber Husky
DocTaire
Ember
Equus Silvermane
Faelan
Fraye Talerum
Hunter Husky
Jax
Joe Green
Keys
LittleWolf
Lunarstorm
Niki Kaos
Omega Gabriel
Orion
Panzier
PoX Azraelis
puptartz
Reef
Rukamae
Seberus
Sekhmet's Shadow
Silwer
SKADIVEE
SouthernWolf
Sparkle
Sturmovik
Tahlmorra
TearinyCatala
Tristan "Flint" Morgan
Valcore
Verse
Wendigo
Wovaka
Zeek the Collie

Publications

CybertechFoxArt
Kijani
Moth Monarch
SueDeer

Registration

Dys
Erik "Crossbow" Noble
Gabi
Giza White Mage
Hunter Fox
Inulupus
Kibble
Ko
Nancilee (Riesling) Jones
Nevermint*
Nicona Shadowwolf
Patsy Purrfect
Randorn
RebelSqurl*
Robert (Grrr) Jones
Soarin Derg
Xacarith

Show Office

Chezne
IanKeith
Kofu
Kofu
Tasia

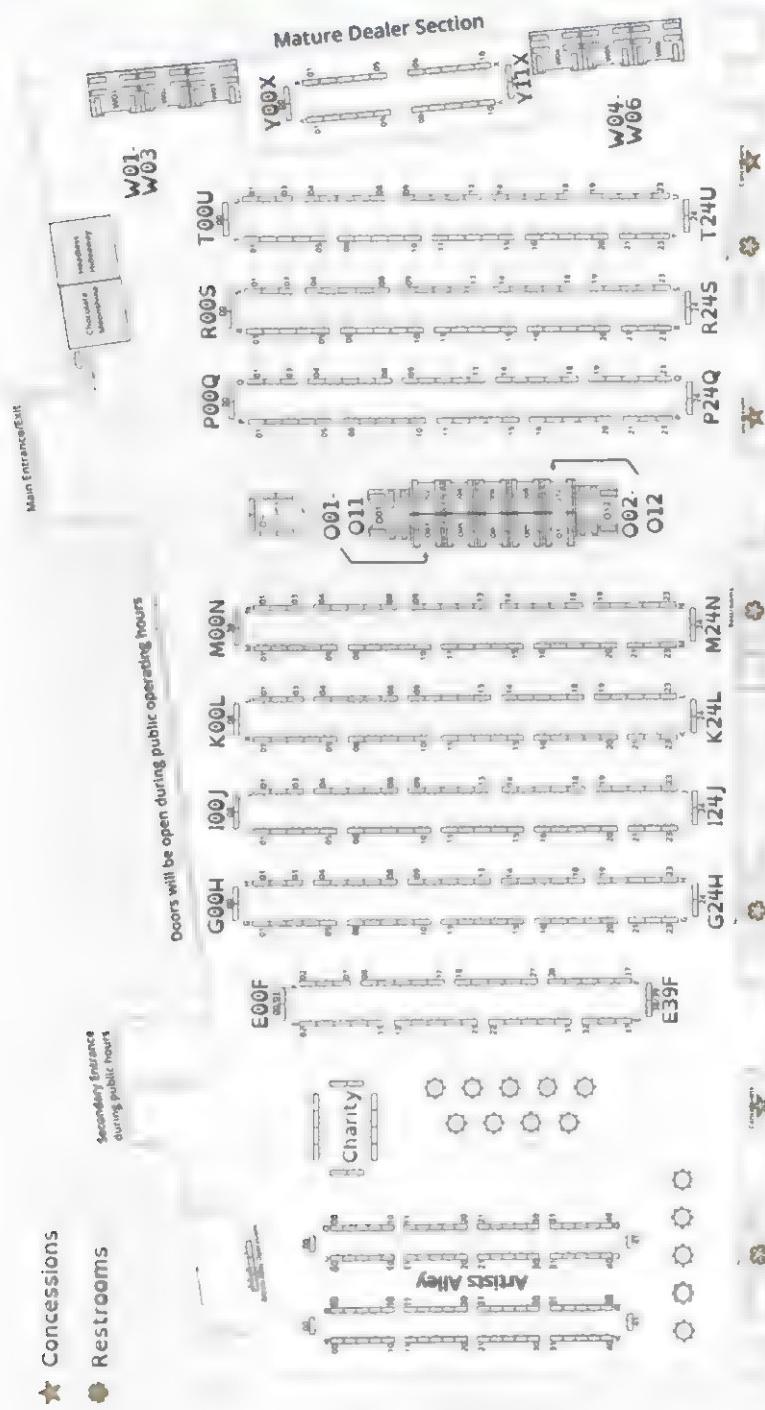
VIP Relations

Fiend
Manick
Otokonoko Inu
Silaria
Swift Fox

*Assistant Directors



DEALERS LIST & MAP



DEALERS LIST & MAP

DEALERS ROOM (Hall A/B)

Friday, July 5:

12p - 6p: General Admission

11:30a: Staggered admission by registration type, starting with Ultrasponsor

Saturday, July 6:

10a - 6p: General Admission

9:30a: Staggered admission by registration type, starting with Ultrasponsor

Sunday, July 7:

10a - 4p: General Admission

9:30a: Staggered admission by registration type, starting with Ultrasponsor

ARTISTS ALLEY (Hall B)

Friday, July 5:

12p - 6p

Saturday, July 6:

10a - 6p

Sunday, July 7:

10a - 4p

MATURE DEALERS SECTION

Friday, July 5: 12p - 6p

Saturday, July 6: 10a - 6p

Sunday, July 7: 10a - 4p

Note: 18+, badges will be checked

The table below lists the dealers who are confirmed for the 2024 convention as of May 15th, 2024. Note that the table locations are denoted by a letter followed by a number (such as A15). This represents the row (A through P) and the table number in that row (1 through 25). Tables at the end of a row are listed by both row numbers and the table number (such as 800C or D21E).

TABLES MAY CHANGE BEFORE THE CONVENTION!

Dealer Name	Location	Dealer Name	Location
14 Werewolves	X11/Y11	Black Cat Atelier	H07B/H08
A Thousand Rasp.....	M20	BlindCoyote.....	H04/H05
A True Blue Artist.....	I01	Blue Canary Gallery	K01/K02
All Tribe LLC.....	F37	Blue Harbor Creations LLC	J08
Abandon Ambition.....	P11	BoldKobold.com.....	G12/G13
Aisu Art.....	K14	Bonfire Blueprints.....	G15
alekivz	M00/N00	Boss Monsta	W05
Alien Gryphon Studios	J18	Brana Rose Co.....	S19
Animal Art Crimes.....	O04	Brian Reynolds	K03
Animal Skull Masks by Eric Strother.....	M05	Briar Lupine	Y06
Anthro Aesthetic	E06	Bubbly Sheep Creations	K15
AR.GI.BI. Creative Studio	N09/N10	CadmiumTea.....	Y10
Arcadian Atelier.....	G09/G10	Calcifer Curse	F10
Art by Hornbuckle	E15	CameronHopsArts	F23
Art of Kyote	J06	CAMP HOWL	O11
Art of Michele Light	J10	Camp Mustelid	N20
ArtSea Animal	P01/P02	Candy Critters	M08
Arven - Panthera Comics	P12	Carmabella Creations	F04
AstroGummi	F17	Carpetshark Studio	K05
Babirousa	E26	Cashmere Sky	S09/S10
Bazteki	R24/S24	Cat's Candles	K06/K07
BeastSoul	N08	Catboyriot	E35
Bed Bound & Beyond	X07/X08A	Centikit	E05
Beef Jerky Guy	M19	cgifox	E20
BeeOnThyme	L14	Chair Massage by Traveling Chair Man	V03
Beleoci	Y09	Chakat Windshear's Wares	R21/R22/R23
Berry Meat	N03	Charles A. Brubaker	S11
Bill Holbrook	S12	Chasing Tail Publishing	F31
Bison Wares	G11	Cicada Cafe	X10

Dealer Name	Location	Dealer Name	Location
Ciderhoots	F38	Flair Fighter.....	T05
Clover Hare.....	P15	Flinters RudeRoo Design	S01/S02A
CloverPuff.....	S20/S21/S22/S23	Floof Unlimited.....	E21
Coey and Shy	N11/N12A	Floral Frolic.....	R11/R12
Coffeeclaws	E02	Fluff & Stuff (fka Furry Dakimakura)	O09
Colorful Creatures	Q09	Foxclover	I08
ConTact Soap and Scent Company ...	L17/L18	Foxen Coffee.....	Q08
cooner.art	H13	Full Moon Special	E34
CorgiBeans	O02	FurPlanet Productions.....	
Corgilegs Crafts.....	P08		K22/K23/K24/L24/L23/L22
Corgilope	J07	Furry Flags and Shifter Arts	M16/M17/M18
Corviforms	G19B/G20	Furry Mystery Box.....	
Coyotic Trouble	E10		T02/T01/T00/U00/U01/U02
CrayonsNThings.....	Q16	Fursona Pins	W01
Crazdude Art & Design	P00/Q00	FursuitGlasses.com	L01/L02
Creative Creature	E30	FursuitSupplies.com	W06
Creature Cottage	G24/H24	FuzzButt Fursuits.....	L04/L05/L06
Critical Hit Collectibles	G16	Fuzzy Feelings.....	I18/I19A
Cross' Critters.....	T19	GAB SHIBA.....	N12B/N13
Crowned Feline Captures	F26	Garden State Tait.....	E18
CrowParade	R04	Geeky Endeavors.....	Q11/Q12/Q13
CryTime.....	L11	Gideon's Corral.....	H12
CTRL+BARK+DEL.....	M11	Glitterhell.....	F05
Cuddle Kitchen.....	L13	Glitz Fox Studios	H22/H23
Curiosities by Caribou.....	J09	Glopossum.....	X06
Cyberknife Studios.....	E01	Goataroo (Gre7g & Kyoht Luterman).....	J15
Danielle Rode	F33	Golden Druid.....	H06/H07A
DARK NATASHA	J11	Growl n Gear	X03
Dead Bomb Art	T11/T12	Gummy Kaiju.....	R05
Deer Hudson Crafts.....	P07	Haradoshin!	J17
Delectatio Morosa	X08B	Hare Coven	N06
Diana.....	G02	Heads & Tails Studios.....	S15/S16
DiZZiNESS	N05	Heartleaf Games	W04
Doctor Gus Designs	T13/T14/T15	Heather Bruton, Illustration	G01
Dr.Wildlife	P23	Hellocutecumber	U09/U10
Dragonmelde, LLC	Q03	Hey, it's Zray!	L09
Drak-Arts	K10	Hibiscus Stitch	Q15
DreamVision Creations	R00/S00	Honeck Sculpture	J21/J22/J23
Ebonyleopard	F13	Hopeful Monster Studios	G05
EEK	Q14	Houndsaint	N16
Eli Benik	U22/U23	HOWL OUT	O01
Elvenhound Illustrations	P04/P05	Hunny Bunny Studios	E27
Em Hoover	E09	Husky Suits	F27
Emmacreatures	K04	HYENA AGENDA	O12
Entropy's Arts	P03	Icecolo	E03
Evaatheria	I02/I03	Icy Paw Productions	M09/M10
F-Class	WV03	Infused Studio Space	G18/G19A
Fantaminals	Q19/Q20	INKtiger	J13
fautbarb	O05	Interlinked Jewelry	I00/J00
Faux Paws Socks LLC	R19B/R20	Ishaway	P09
FenneCrafts, LLC	F20	Jacato	T06
Fenris Publishing, LLC	S06/S07/S08	Jarlidium Press	S02B/S03
FeretStudios	J03	JenKiwi	G04
FIGS.....	K11/K12/K13	Joanna Barnum Watercolor	I09/I10



DUNGEONS & FURRIES 2024

獸人與地下城

無限之門 · INFURNITY'S GATE

INFURNITY 2024. 10. 25 - 27

LIHPAO FULLON HOTEL TAICHUNG, TAIWAN

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Nürburgring Nordschleife
5.1480 km | 3.199 mi



SIMUFUR
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Dealer Name	Location	Dealer Name	Location
Joshiah's Written Works	M06	Manta Ray Creations	T03/T04
Kacey Miyagami	J14	Mapaku Village	N22
Kadath.....	K20	Mary Mouse's Certified Furry Tags	G23
Kaiju Kafe.....	R13	MatchaPeaches Art	M15
Kangaroomis	U12	Mcpippypants.....	F19
Kat Used Charm	F30	MeanGreenMutt.....	E13
KayCat.....	E17	Melissa Mendelson Art.....	P18/P19
Kaylili.....	K19	Milolllustrates.....	F06
Kazzen's Creations.....	F30	Mimosa Studio	T18
Kemono Cafe	I19B/I20	Moko's Makery.....	U11
Kestrel Clay	H15/H16	Mongrelist Art.....	K09
KeyLime Creations	Q01	Monjaw	L08
Kitsune Armour/Cosplay/Accessories.....	F02	Monster Cat Creations.....	R06/R07
Kitsuprints	X09	Monstrous On Main	R15
Kitt Mouri	T10	Moozua Art.....	U03
Klovesbunnies Art.....	E38	Mori Monster	U13
Kory Bing	N02	MOTEL777	N19
Krakels Creations	X05	Moth Monarch	G00
LakeMutt	M22	MR. KITTY'S.....	O03
Laura Langston.....	T22/T23	My Arm Can Fly	N14
Lemonbrat Studio	Q04/Q05	NekoCrispy	I12
Limyethethecheetah	O06	NeonSlushie	H18
Lindsey "Rhos" Burcar Art	H02/H03	NightEyes DaySpring	L21
Little Mango Art	S18	NightlineZ Art.....	Q02
LittleSofts	I22	Oakley's Creations	L03
Lizard Lamination and Embroidery	G14	Oddgrowl Art	E07
Lizbie Cafe	I06	Oscar's Engraving	F39
Mad Artist Paradise.....	S17	Otherworldly Alchemist	N04
Madhouse Masks	E36	OtterBear Studios.....	U04/U05/U06
MajikCraft	Q18	OxEyed Press	M12
Manfish Inc.....	I11	Painteddog	H01
Mango Island.....	T20	Painting Dragon Feathers	I17
Mango Wolf Works	H09/H10A	Papaya Badger	H00
MangoPopArt.....	U07/U08	Paperbear	N23



Dealer Name	Location	Dealer Name	Location
Party Artie Costumes	R18/R19A	Sand Dragon Press.....	M23
PawtoPress	T08/T09	Sandy Schreiber Art and Design	G03
peachybattybutts	X04	Sanguine Games	H17
PeachyMothShop	E24	SANSAN Studio	E11
Pinfeathers	P06	Sarahcat Fursuits	Q10
Pinku's Crafty Cottage	H19/H20/H21	Scaly Shop	F28
Pinu Studios	M13	Scragster	F00
Pirate Artisans	N15	Scrolling Fantasy	I14B/I15
Pixel Visions	G06	SECOND DEATH.....	E09
PlagueRat's Baubles	F12	Sewing With Whiskers	M21
PlanetPlush.....	L07	sexbad.....	Y04
Please Feed The Bear	Q21	Shark Bite Creations	P13/P14
Poofylion Arts	E28	ShinigamiGirl	J12
pookatdinocrafts	L12	Shwit Fur Creations	Q22
Primordial Pals	U20/U21	SimpleNick	F25
Primrose Kennel Club.....	Y08	SixthLeafClover Studios	L15/L16
Prismpaws	F34	Skollyson	M14
Puzzled Jay Productions	K08	Skulldog Studio	P10
Pyritie's Parlour	F09	Sleeping Fox Art	G17
Quack Quack Honk Designs.....	M07	Smogteeth	N07
RAT WEDNESDAY	F16	Snotcity	F36
redrusker	I21	SoftPauxs	S04/S05
Regally Wild	X01/X00/Y00/Y01	Sorbet Jungle	O10
Rocky's Roastery	G21/G22	Sour Citrus Suits	E00
Rosebudrat	E04	Space Cat Creations	R16/R17
RoxxieKitsune	E33	Sparkle Kreations	W02
Roz Gibson	Q17	Spicy King	I07
Rukis	M01/M02/M03/M04	STABLERCAKE ART + MERCH	N17/N18
RunningRiot4798	T07	StarSheepSweaters	Q06
Rysington Accessories	L20	Static Claws	G07/G08
Salt Free Interactive	K16/K17A	STATIICK ART LLC	Y07
Saltmalkin	U15	Studio Cute	H10B/H11
Samhoht Lion Creations	Y02/Y03	SueDeer, NO!	L19

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JULY 19-20 2024
Albany Capital Center

Albany New York

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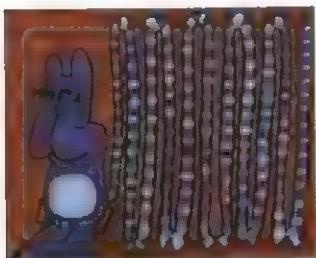
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Dealer Name	Location	Dealer Name	Location
Sugar Bunny Shop	U16/U17/U18	Underfoot Art Studio.....	R10
Sushi Tomodachi	P21/P22	Urvogel Arts.....	N21
Sweet Cream Arts	I13/I14A	UUKIPI	F21
Tailends Studios	R08/R09	Vexed_Vixen_Ink	J19/J20
Talensi Studios	J02	VinVulpis.....	S13
TaniDaReal.....	H14	Waffle Wishes	T24/U24
Taurson's Cafe.....	J16	Wah Wash.....	Q23
Teaberry Workshop.....	J01	Warhorse Workshop - Soap Pony	R01/R02
Tech621	F14	Waywardmutt	M24/N24
TeeTurtle	P24/Q24	Weasel Gear.....	O07
The Art of Maranda Cromwell & Echo Mary	T21	WeightedWildlife	K00/L00
The Art Of Nicole / Moto Yote.....	P20	West's Custom Creations	I04/I05
The Awtter - Shade the Bat.....	U14	Whitethorn Games	K17B/K18
The Chronical of Huxcyn//Caught in Orbit.....	F32	Winkwag	O08
The Gneech/Suburban Jungle	K21	Wolf of Dreams	X02
The Gryphon Generation	T16/T17	WolfDogKarma	R03
The Rainbow Kirin.....	U19	Wolfmare Comics	I23
ThermApparel.....	J24	Ychfursuits	F29
Third Eye Creations	E16	YKSOBA	F35
TICKOUTS ART	F11	yocholol.....	J04/J05
TinnatuPaws	F24	Zack Loup Art	E14
TomoCreations.....	P16/P17	Zandra Illustration	I16
TOP Dog Studios	L10	ZENOPHRENIC	R14
Tough Hide Leatherwork	Y05		
Triclops Rabbit.....	N01		
Tropical Heat Studios	S14		
TsaoShin	Q07		
Twining Tree Creations	E29		
Twokinds	I24		

paintings for sale

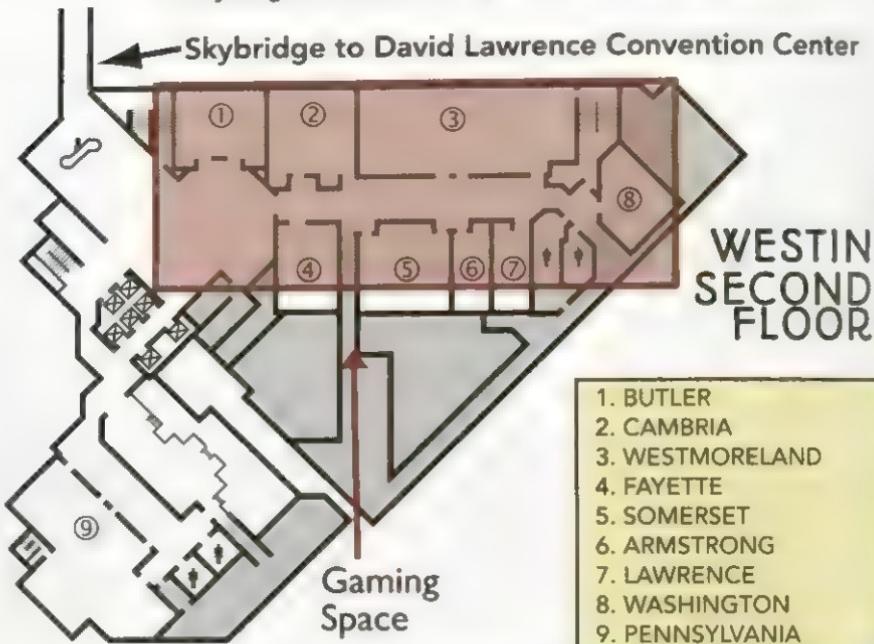
469.neocities.org/store/store



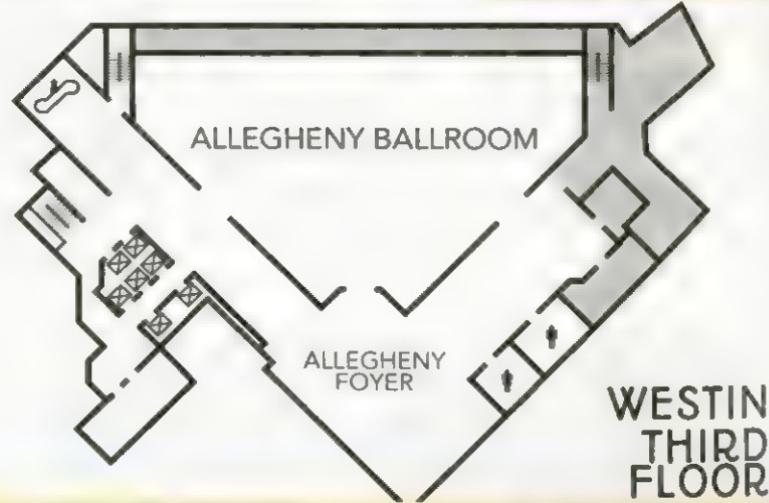
WESTIN

Please Note

The skybridge stairs lead to the Ballroom only. For easier access to the Dealers' Room, Art Show, or Artists' Alley, please use the ground-level entrance to the Convention Center. Please reserve the elevators in the Skybridge for fursuiters and persons with physical disabilities.



**WESTIN
SECOND
FLOOR**

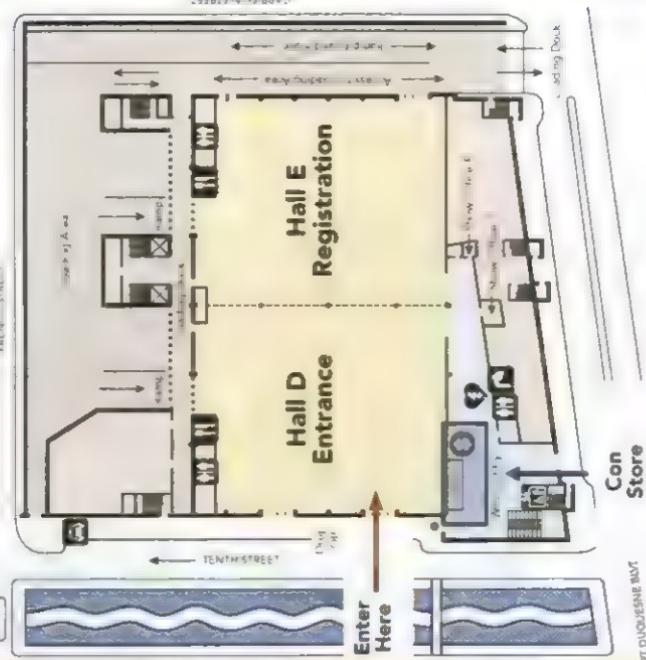


**Video &
Tabletop
Gaming**
Westin 2nd Floor

Open Gaming
Thur: 12p - 2a
Fri: 9a - 2a
Sat: 9a - 2a
Sun: 9a - 6p

DLCC FIRST FLOOR

CONVENTION CENTER (1ST FL)



Registration: Hall D/Hall E

Thursday, July 4: Pre-Reg Only: 12p-2p
Pre-Reg & On-Site: 2p-10p
Friday, July 5: 9a-9p
Saturday, July 6: 10a-2p / 3p-6p
Sunday, July 7: 10a-4p

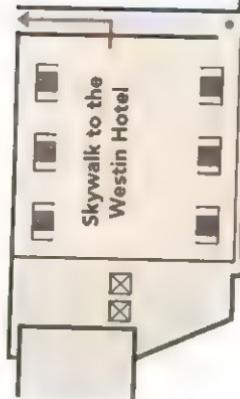
Con Store

Friday, July 5: 12p - 6p
Saturday, July 6: 10a - 6p
Sunday, July 7: 10a - 4p



DLCC SECOND FLOOR

NOTE: The skywalk stairs lead to the Ballroom only. For easier access to the Dealers' Room, Art Show, and Artists' Alley, please use the ground-level entrance. Please reserve the elevators in the skywalk for fur suiters and persons with physical disabilities.



Dealers' Room

Thursday, July 4: Load-In Only
Friday, July 5: 12p - 6p
Saturday, July 6: 10a - 6p
Sunday, July 7: 10a - 4p

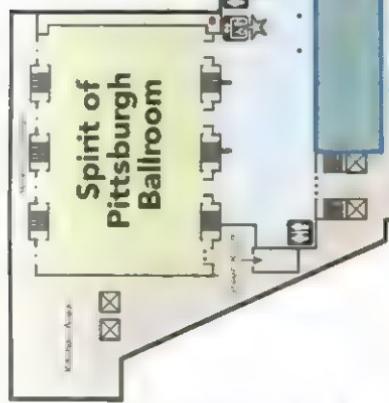
Artists Alley

Friday, July 5: 12p - 6p
Saturday, July 6: 10a - 6p
Sunday, July 7: 10a - 4p

CONVENTION CENTER (3RD FL)

DLCC THIRD FLOOR

★ Elevator access to the Skybridge can be found at this location. Please give priority to people with disabilities and pursuers. Stair access can be found in the Spirit of Pittsburgh Ballroom.



Spirit of Pittsburgh Ballroom

Con Ops DLCC 309

Thu 12p - 12a
Fri 9a - 12a
Sat 9a - 12a
Sun 9a - 6p

Safety DLCC 308

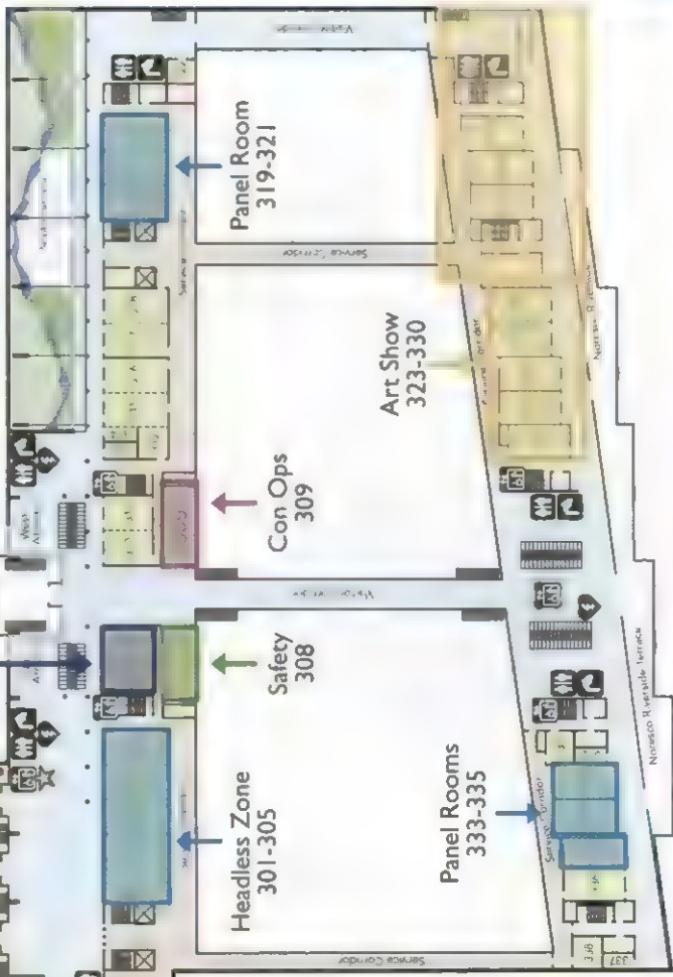
Thu 12p - 2 30a
Fri 9a - 2 30a
Sat 9a - 2 30a
Sun 9a - 6 30p

Headless Zone DLCC 301-305

Thu 12p - 2a
Fri 9a - 2a
Sat 9a - 2a
Sun 9a - 6p

Art Show DLCC 323-330

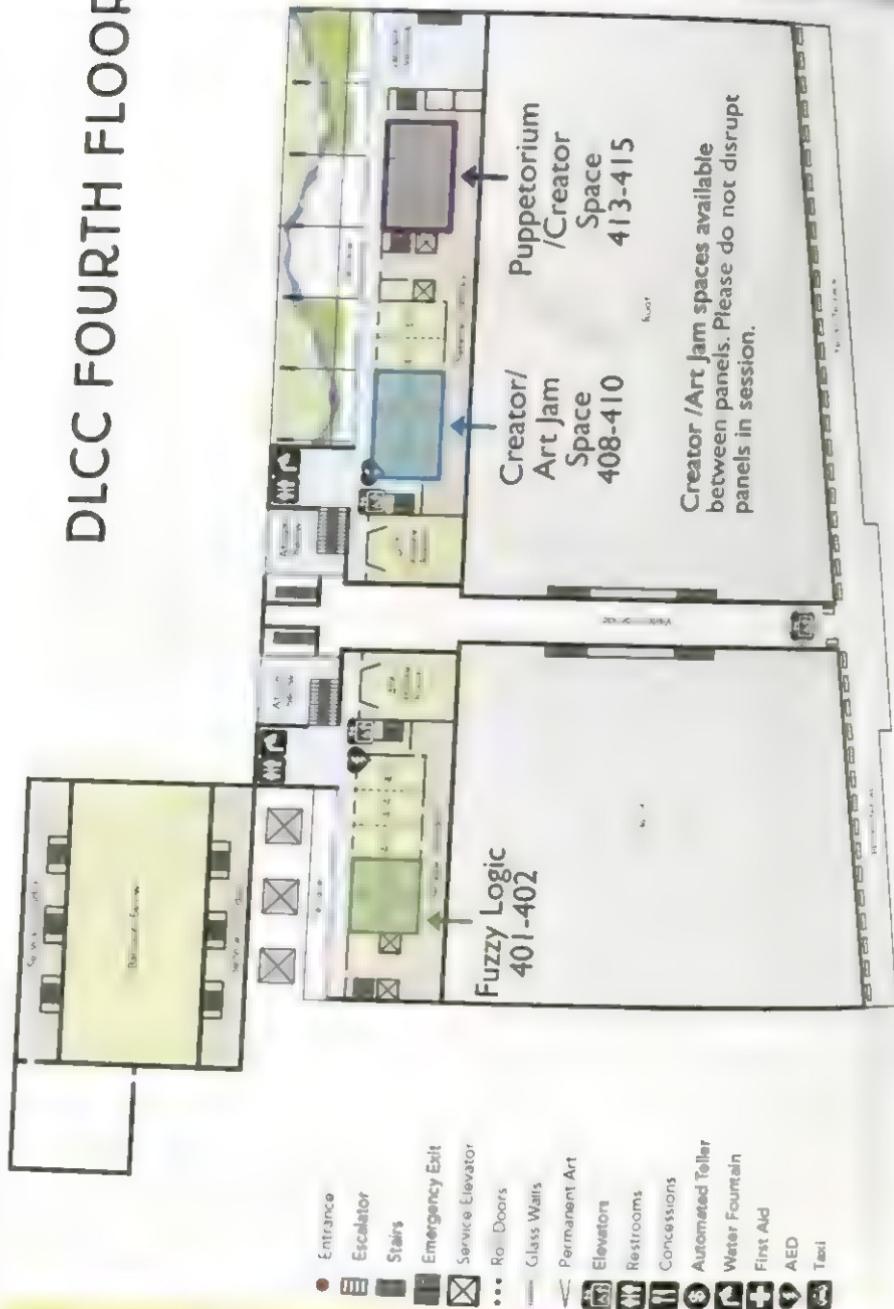
Thu: Setup Only
Fri: 2p - 6p
Sat: 10a - 6p
Sun: 10a - 12p



- Entrance
- Escalator
- Stairs
- Emergency Exit
- Service Elevator
- Ro. Doors
- Glass Walls
- Permanent Art
- Elevators
- Restrooms
- Concessions
- Automated Teller
- Water Fountain
- First Aid
- AED
- Taxi

CONVENTION CENTER (4TH FL)

DLCC FOURTH FLOOR



**Furry Logic
Escape Room
DLCC 401-402**

Starts on the Hour
Thur: 2p - 10p
Fri: 11a - 10p
Sat: 10a - 10p
Sun: 10a - 4p



**ALS
United**
Orange County

"ALS CAN KISS MY FUZZY BUTT..."

BE AN ALS HERO!!!



...and Barrett's diagnosis, Battie with ALS, became the catalyst for the team's first walk. The team has continued to grow and raise money for the cause. In 2019, they raised over \$10,000. Now, they are looking for more people to join them and help them reach their goal.

TEAM TONY will be growing up later this year to walk in the city of Anaheim, the University, offering a variety of activities and fun for all ages. Come join the team and help support it. We are looking for donations and supporters who want to help make the difference.



The Walk To End ALS 2024 is Saturday, November 2nd at PARK PLACE in Irvine (near Jiffy Lube). The night before, we will have a walk and a dinner for attendees. A live auction will be provided.

We are proud to announce TEAM TONY raised over \$8500 last year and ranked in the TOP 3 of all teams involved in the walk. TEAM TONY has raised over \$150,000 for ALS in Orange County. We're not done yet...PLEASE JOIN US!



**For More Information,
Please Contact:**

ALS UNITED Orange County

Danyelle Green

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Charles Foxfire

ART SHOW

ANTHROCON ART SHOW BIDDING RULES

The Anthrocon Art Show is an exhibit of original artworks of a science fiction, fantasy and/or "fannish" nature, especially relating to anthropomorphic animals. Here you will find for sale both flat (e.g. sketches and paintings) and 3-dimensional (e.g. sculpture and costumes) artwork created by professional and amateur artists.

To be a "bidder" (i.e. a prospective buyer of original artwork) you must:

1. Be a registered member of Anthrocon, as evidenced by your convention badge;
2. Obtain a bidder number at the Art Show table by filling out and signing a bidder information sheet, acknowledging that you agree to abide by these bidding rules.

If you wish to place "proxy" bids on behalf of someone not in attendance, please ask a crew member at the Art Show front table to see the Art Show Director.

Significant changes from previous versions of these rules are indicated in **bold type**.

Areas of the Art Show

There are two distinct areas of the Art Show:

1. In the **General Gallery**, you will see original artwork depicting subjects suitable for all ages to view. This will be open for silent (written) bidding during the day and early evening Friday and Saturday, and Sunday morning. If a piece receives enough written bids by noon Sunday, it will be sent to the general voice auction Sunday afternoon.
2. The **Mature Gallery** is set aside for the display of original artwork depicting mature subject matter, to be viewed only by Anthrocon attendees aged 18 and older. This will be open during the same

hours as the rest of the Art Show Friday and Saturday, and monitored to keep minors out. Pieces in this area which receive enough written bids by Saturday evening will be sent to a separate voice auction later Saturday evening.

Bidding

Each piece of artwork is tagged with a Bid Sheet which provides information about that piece, including its title, the medium, the name of the artist, and the minimum bid at which the artist is willing to sell the piece. If an artist does not wish to sell a given piece, it is listed as "NFS" (Not For Sale).

The Bid Sheet contains several lines where you may write down your name, bidder number, and the amount you wish to bid for that item. The amount of the bid must be in whole dollars, at least as much as the minimum bid specified by the artist, and larger than any preceding bid on the bid sheet. Write legibly on the next numbered bid line. If all the bid lines are filled, the piece will go to voice auction; please inform an Art Show crew member so that we may get it ready. *Do not cross out any previously written bids, including your own even if you make a mistake* — instead, please inform an Art Show crew member so we may fix the bid sheet so there are the correct number of empty bid lines.

You may not interfere with or intimidate someone who wants to outbid you. Allow them to place their bid, and then outbid them on the next bid line. If someone tries to keep you from placing a bid, seek assistance from an Art Show crew member. Anyone caught interfering with bidding will be asked to leave the Art Show, and their bidding privileges revoked.

Artists (or their associates) may

not place bids on their own artwork with the intent of bidding up the price unfairly, or to keep other bidders from purchasing a piece in order to retain it to sell elsewhere under more favorable circumstances. However, they are allowed to place "proxy" bids on behalf of a customer not in attendance after obtaining authorization by the Art Show Director to do so.

Written bidding for General Gallery artwork closes at noon Sunday. The Art Show will be cleared of all bidders at that time, as detailed below. Pieces with enough written bids (as shown on the bid sheet) will be placed in the voice auction, which begins Sunday at 2 pm; all other art will be sold to the person with the highest written bid, if any. At the voice auction, the art is open to further bids by other people. Therefore, you should attend the voice auction to defend your bids on pieces you still want to buy. If there are no voice bids, the art will be sold to the person with the highest written bid. Although there are "runners" showing off the auction pieces, this is for identification, not admiration. Please take the time to examine the artwork closely while the show is open for written bidding!

For pieces in the Mature Gallery, the procedure is similar, although the times are different. Written bidding ends Saturday at 6 pm. Artwork with enough written bids will be placed in a separate voice auction for mature artwork which begins at 11 pm Saturday, and runs similarly to the General Gallery voice auction, as noted above.

All artwork sold by written bid or in either voice auction will available for pickup Sunday during sales hours, 2 to 5 pm. Artists have the option of setting a "Price After Closing." If a piece has received no written bids by closing time, it may be available at the indicated price Sunday afternoon if

the artist still wishes to sell it. If this is the case, the blank bid line #1 will be circled in red. Fill in your name, bidder number, and the "Price After Closing" when collecting your artwork.

Be careful. When placing a written bid on items, assume that you will be the winning bidder on all of them. In this way, you will avoid having to pay for more art than you can afford to buy. If you have reached your limit for Art Show purchases, wait until you have lost an item to a higher bidder before bidding on another item. (Keep in mind that we must collect 7% sales tax on purchases, so allow for this in your figuring.) We provide handy Bidding Record forms so you can keep track of what you've bid on and where it's located to make it easy for you to find again.

Also, return to the Art Show before closing (6 pm Saturday for mature artwork; noon Sunday for everything else) to check the bid sheets to see what items, if any, you have won by written bid and which items will be going to the voice auction. After closing, because the crew is busy getting ready for the auction, we cannot accommodate anyone who wants to check their bids at that time.

Be serious. Do not make a bid unless you mean it. A bid is a binding obligation to buy that art at that price.

If you are the winning bidder, you purchase only the physical possession of the artwork; the artist retains the copyright. If you wish to make copies of a piece you purchase, or utilize the art for a commercial purpose, you must negotiate for the right to do so with the artist, whose name and contact information are on the back of each piece or can be obtained from the Art Show Director. (Please Note: Artists are provided with the names of those who have purchased their artwork. When signing up to bid, buyers may choose

to allow us to share their contact info with artists on the sales report artists receive.)

Defending Your Bids

When the written bidding closes, crew members will form a "closeout line" at a designated point farthest from the Art Show entrance and moving forward, with the leader closing out the bidding on each artist's work in turn. The closeout path is shown on the Art Show map handout and poster. (If a given artist has work in separate areas, or on both walls and tables, each area may be closed out separately if they're not immediately adjacent.)

We move quickly, so when the closeout line gets to an artist you want to bid on, do your bidding before the closeout leader declares the artist "closed." We will not close an artist while bidding is going on, but if there is no bidding, it will close quickly, so don't be timid—if you want to bid, bid! We can't wait for someone to make up their mind at the last second. We want you to get your chance to bid, but do it quickly!

You will be allowed to defend your bids, but you may not block anyone else from bidding on any piece—the closeout leader and Art Show crew will see that it doesn't happen. If you are not actively guarding your bids, we ask that you clear the aisles at least 10 minutes before the show closes. There are a lot of people in the area, and we need to move them out as quickly as possible when closeout begins. If you are just having a conversation with someone, please take it outside the Art Show.

All this allows you to defend bids in more than one section. The Art Show crew follows just behind the closeout line marking final bids to ensure that if you're the last bid, you are the last bid. Once the closeout line passes a point, no one except Art Show crew are allowed beyond it.

Sales

Art Show Sales will take place Sunday from 2 to 5 pm. (If you have an afternoon ride, flight, train or bus to catch, please ask in advance about early sales pickup.) At this time you must personally pick up and pay for all items of art you have won by written bid or voice auction. You must show your con badge for identification, and additional identification may be requested.

Collect your art from the walls and tables. Keep the bid sheets attached to the artwork! If you have purchased more pieces than you can carry easily, or need access to a locked display case, ask for help from an Art Show crew member. If you are buying items from the Mature Gallery, please carefully stack them face-to-face or bag them so the artwork is not visible when you exit the Mature Gallery area to go to a cashier. Bags will be available on tables outside the Mature Gallery rooms.

If you won an item at the voice auction, after the auction it will be returned to the wall space or table on which it was originally displayed; if you can't find it, it may still be in transit – please ask an Art Show crew member for assistance.

Go to a cashier, who will verify that you are the winning bidder, ring up your items, and take your payment. We accept credit and debit cards (all major networks) and mobile payments. ID may be requested at time of payment.

You must pick up and pay for your own purchases, and show the receipt to the entrance guard when you leave the Art Show (so keep it handy). All sales are final and all items are sold as-is; refunds will not be issued for items purchased in the Art Show for any reason.

Occasionally there are errors in tallying sales. We always pay the artist based on the final bid sheet price; if it

turns out we under- or overcharged you, in the weeks following the con we will bill you or refund the difference.

Remember: You bid, you buy. Your bid is a binding obligation with Anthrocon and the artist for the purchase of the artwork if yours is the highest bid.

If you do not pick up your artwork and/or do not pay for it in full, we will contact you in the weeks after the convention and bill you for the price of the art plus packing and shipping costs (typically \$30-\$50 for those in the USA, potentially over \$100 to ship elsewhere in the world). You will be unable to receive a membership badge to attend future Anthrocon conventions until you honor your payment obligation. Once you've paid, we will ship you the artwork if available. (After two years,

unclaimed artwork may be donated to the Charity Raffle/Auction, or otherwise bestowed, but this does not discharge your obligation; we have already paid the artist, so you must reimburse us.) Until you pay, your real name and badge name may be posted publicly so that others may be wary of doing business with you.

If you do not pick up and pay for your artwork at the con more than once without good reason, you will not be allowed to participate in future Anthrocon Art Shows.

Checks which do not clear the bank will be assessed a service charge of at least \$30. Persons who present fraudulent checks, unauthorized credit cards or counterfeit money will be reported to the authorities.

ZeroRemnants

Pursuit Makers, Artist and Dancer

ZeroSuitsStudios@gmail.com

Fun Pursuit Props and Accessories!

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Furries at Berkeley



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The Furturnity (UF)



Knights of the Paw (UCP)



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Furries at Stanford



Spartan Furs (SJSU)



Triton Tails (UCSD)



Furries at NTU



Furries at Texas A&M



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